Solitaire Lite™

by RADICA®

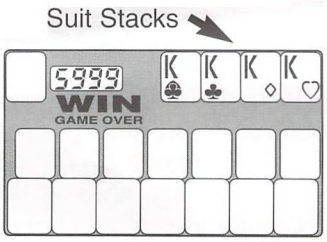
MODEL 9812

INSTRUCTION MANUAL

For 1 Player / Age 8 and Up

OBJECT OF THE GAME:

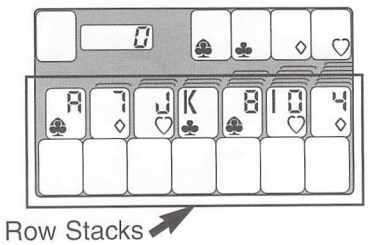
To win a game, you must move all of the cards into the "Suit Stacks" in the upper right corner. These cards can only be stacked by suit, in the order of Ace, 2, 3, 4, ... up to King.



START A GAME:

Press ON to "wake" the unit (the game turns itself off after sitting idle for 1 minute). Press and hold NEW GAME to start a new game. Press GAME OPTION to select either Klondike Solitaire or Vegas Solitaire. In this example, we will play Klondike Solitaire (a zero is shown in the points box at the start). Press DEAL to deal the cards.

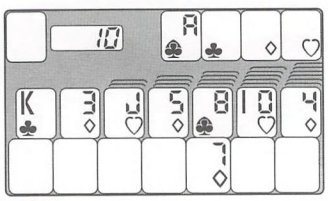
Cards are dealt into "Row Stacks" with 1 card in the first stack, 2 cards in the second stack, and so on. Only the top card is visible in each stack.



MOVE THE CARDS:

To move a card, first press the button which corresponds to the card you wish to move, and then press the button for the position you want to move it to. In the Row Stacks, black cards can only be placed on red (outline) cards, and red cards can only be placed on black cards.

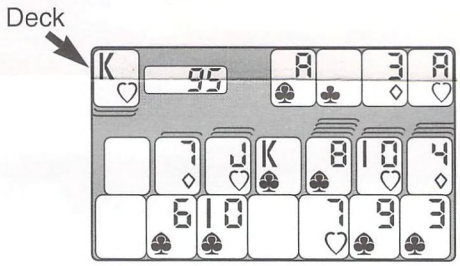
In the example below, we have moved the Ace of Spades up to the Suit Stacks, the King of Clubs over to the empty Row Stack, and the Seven of Diamonds over and on top of the Eight of Spades.



If you want to select a card from the Suit Stacks to move to the Row Stacks, press and hold the SUITS button to toggle through each available card in the Suit Stacks.

DRAW A CARD:

You'll want to try to bring to the surface each of the face-down cards in the Card Stacks. If you cannot make a move, you'll need to draw a card from the "Deck" by pressing DRAW. Continue doing this until you get a card which can be moved either down to the Card Stacks or up to the Suit Stacks. Also, a King can be moved to an empty stack when available.



KLONDIKE SOLITAIRE

Cards are dealt from the deck 3 cards at a time. You can make as many passes through the deck as you wish, but points are deducted after 3 passes through the deck.

VEGAS SOLITAIRE

Cards are dealt from the deck 1 card at a time. You can only make 1 pass through the deck. Points accumulated are continued into the next game. (See the back of the game for scoring information.)

TIMER

For fast-paced excitement, press TIMER while "NEW GAME" is flashing to turn on the timer. When the timer is on, bonus points are awarded for fast play.

POINT SYSTEM

Regular Klondike Solitaire:

Game starts with 0 points	
Each card moved from the Deck to a Row Stack	5 Pts
Each face down card turned face up	5 Pts
Each card moved from Deck or Row Stack to Suit Stack	10 Pts
Each card moved from Suit Stack back down to Row Stack	-15 Pts
Each pass through the Deck after 3 passes	-20 Pts

With Timer On:

Points are deducted for not moving cards quickly enough.

Bonus points are awarded for a Win based on how quickly the game is won.

Vegas-Style Klondike Solitaire:

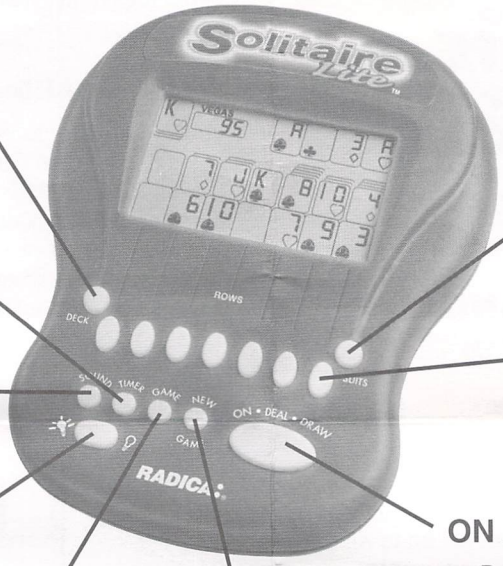
Game starts with 500 points and points are accumulated between consecutive games	
You are charged 1 point for each card in the deck	-52 Pts
Each card moved from Deck or Row Stack to Suit Stack	5 Pts
Each card moved from Suit Stack back down to Row Stack	5 Pts

With Timer On:

No penalty for time between moves

Bonus points are awarded for a Win based on how quickly the game is won.

Maximum Score 5,999 Pts



DECK

Press to select a card from the deck (top left corner of LCD).

TIMER

Activates the timer before the start of a new game.

SOUND

Turns the sound on or off.

LIGHT SWITCH

Turns the light on for playing in the dark!

GAME

Press to select either Klondike Solitaire or Vegas Solitaire.

NEW GAME

Press and hold to start a new game.

SUITS

Press to select a Suit Stack (top right corner of LCD).

ROWS

Press one of these buttons to select a row or card in the Row Stacks directly above.

ON / DEAL / DRAW

- Press to turn ON the unit.
- Press DEAL to deal the cards at the start of a game.
- During a game, press to DRAW new cards into the Deck Stack (in the top left corner of the LCD).

BATTERY INSTALLATION

1. To open the battery cover, loosen the screw until the battery door can be removed.
2. This game requires one AA battery to operate the game (single slot), and two additional AA batteries to operate the light (double slot). Insert alkaline batteries with the negative ("–") ends against the springs.
3. Replace the battery compartment cover.

CAUTION:

• As with all small batteries, the batteries included with this game should be kept away from small children who still put things in their mouths. If the battery is swallowed, promptly see a doctor.

• Be sure you insert the battery correctly and always follow the game and battery manufacturers' instructions.

• Battery may leak if improperly installed, or explode if recharged, disassembled or heated.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries – or try new batteries. If problems still continue, consult your warranty card for replacement instructions.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the game.
- The supply terminals are not to be short-circuited.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

Keep this manual because it contains important information.

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